



THE MASTER CHEAT SHEET

THE DARKTIGER PLAYBOOK

70 cheat cards • every coverage, read and trap in the series

Every episode of **Coach Tiger's Classroom** ends with one card — the whole lesson, boiled down to what you check and what you throw. This is every one of them in one place.

Screenshot the pages you need. Keep them on your phone. Watch the film on **YouTube • DarkTiger Football...** drill the reads in **Defense IQ on the App Store.**

WHAT'S INSIDE

The 70 Cards

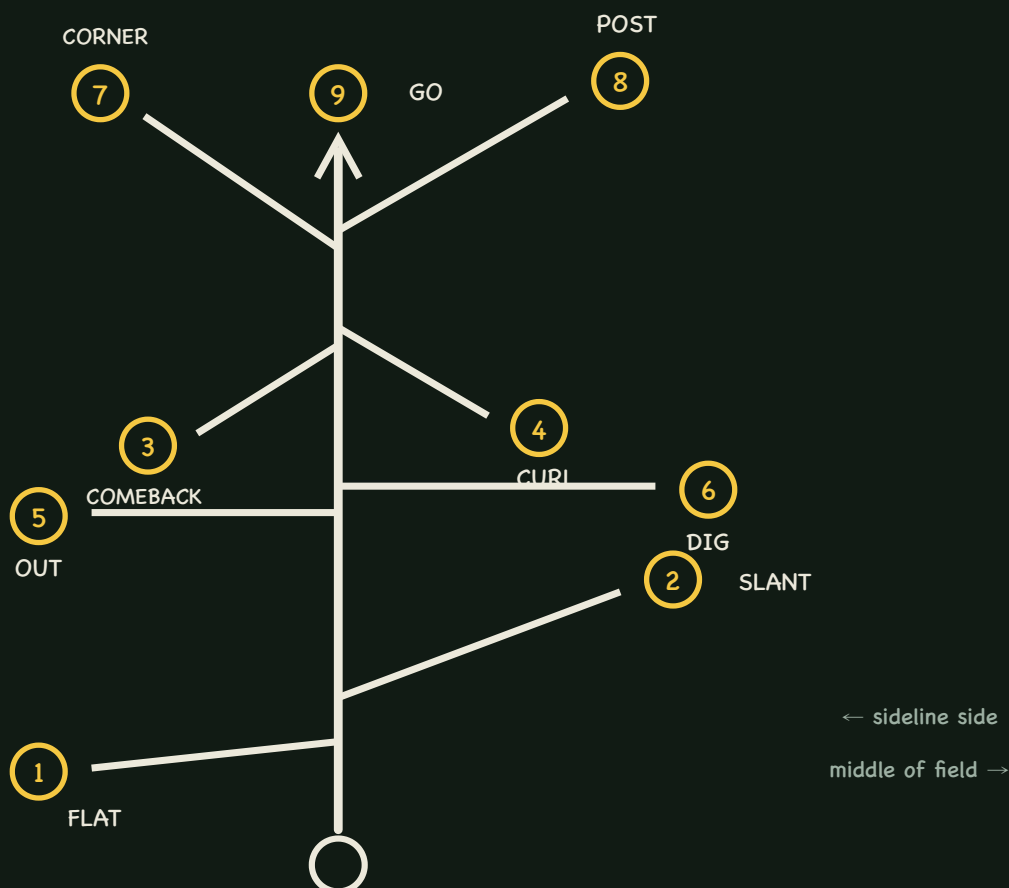
one lesson per page... in series order

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BONUS · THE ROUTE TREE

Nine Shapes. That's the Whole Language.

every route on these cards, drawn once



SHORT (1-2): beat blitzes & soft cushions

MID (3-6): beat off-man & spot-drop zone

DEEP (7-9): beat single-high & press with no help

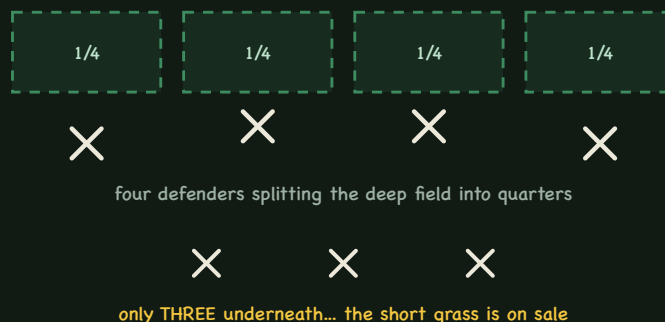
Numbers vary by playbook — the SHAPES don't.

Odd routes break toward the sideline... even routes break inside. Every "kill shot" on these cards is one of these nine shapes.

E01 CHEAT CARD

Stop Throwing Picks (Cover 4)

the deep ball graveyard... and how to stop donating



THE CARD

ID: pre-snap it's TWO high safeties sitting short (10–12 yds) + corners 7+ off — open grass everywhere. At the snap the corners BAIL: NOW it's four deep.

Dead throws: post · go · deep corner — that grass has four tenants.

Money throws: flats · drags · checkdowns · quick outs — 3 defenders cover the whole short field.

Twin check: corners squat = Cover 2... corners bail = Cover 4. Watch the corner, not the safeties.

The trap: impatience. Quarters wants you to force the deep ball. Take singles until they creep up.

Kill shot: once safeties start jumping short routes... NOW the post is open. Patience first, dagger second.

From "E01 — Stop Throwing Picks (Cover 4)" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E02 · Cover 2 vs Tampa 2 — same two-high picture... one linebacker changes everything



E02 CHEAT CARD

Cover 2 vs Tampa 2

same two-high picture... one linebacker changes everything



THE CARD

ID (both): two deep safeties + corners squatting hard at 5 yards.

The one read: the MIKE, one beat after the snap. Home = Cover 2... sprints deep = Tampa 2.

vs Cover 2: seam/post into the deep hole between the safeties.

vs Tampa 2: drags, digs, crossers underneath the vacated middle.

Dead either way: lazy sideline fades — the squat corner is fishing for them.

Remember: same picture, opposite grass. The Mike is the map.

From "E02 — Cover 2 vs Tampa 2" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E03 · Where Do My Eyes Go? — the progression... because panic is just eyes with no plan



E03 CHEAT CARD

Where Do My Eyes Go?

the progression... because panic is just eyes with no plan

BEFORE THE SNAP

✕ 1: count the deep safeties ✕

✕

2: check both corners... pressed or soft?

✕



3: say your plan OUT LOUD before the ball moves

THE CARD

Pre-snap path: safeties → corners → say the plan (read 1, read 2, hot man).

Post-snap path: confirm safeties → read 1 → read 2 → checkdown. Three beats max.

One direction: eyes sweep one way... never ping-pong back across the field.

Staring kills: lock onto one man and the free safety beats your ball to the spot.

No plan, no snap: if you can't say your three answers, you're gambling, not reading.

Panic test: feel lost mid-play? That's eyes with no plan. Checkdown... live... plan better.

From "E03 — Where Do My Eyes Go?" · DarkTiger Football on YouTube · rep it in Defense IQ

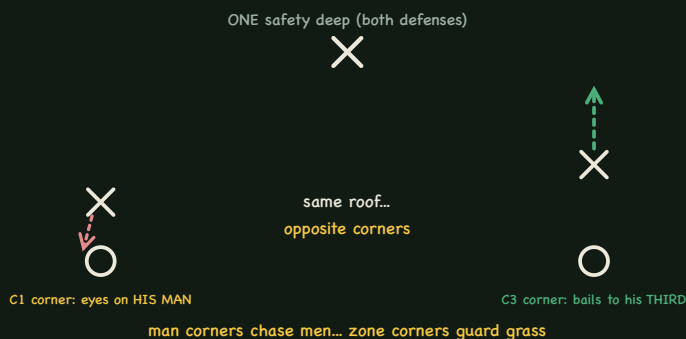
NEXT CARD E04 · Cover 1 vs Cover 3 — one safety deep... check the corners, not the middle



E04 CHEAT CARD

Cover 1 vs Cover 3

one safety deep... check the corners, not the middle



THE CARD

Shared shell: ONE deep safety in the middle... could be C1 (man) or C3 (zone).

The read: corner's eyes. On the receiver = Cover 1... on the QB / bailing = Cover 3.

Confirm it: motion or a drag — man TRAVELS, zone STAYS.

vs Cover 1: pick games, rubs, crossers... win the matchup, forget the grass.

vs Cover 3: curls under the bail, seams between thirds, flood one deep third with two men.

Dead either way: lazy deep middle throws — the one place both defenses protect.

From "E04 — Cover 1 vs Cover 3" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E05 · Cover 3 Dressed as Cover 1 — the classic lie... pressed corners that never wanted your man



E05 CHEAT CARD

Cover 3 Dressed as Cover 1

the classic lie... pressed corners that never wanted your man



THE CARD

The lie: pressed corners + mugged front = fake Cover 1... often Cover 3 underneath.

The tell: corner's first step. Bail/open away = zone costume... jam = real man.

Second tell: the line-mugger DROPS at the snap instead of rushing.

Don't: panic-throw the hot slant into the sinking corner... that's the whole trap.

Do: one beat of patience, then play it like normal Cover 3 (curls, seams, flood a third).

Rule: pressing is free... covering pressed is expensive. Make them PROVE the press.

From "E05 — Cover 3 Dressed as Cover 1" · DarkTiger Football on YouTube · rep it in Defense IQ

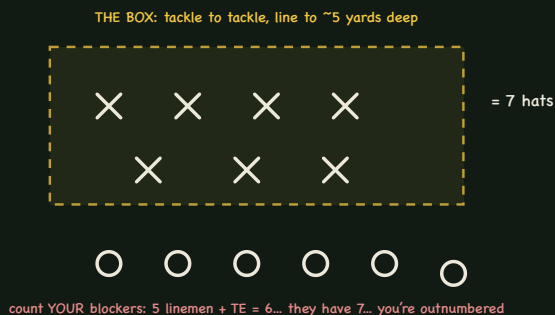
NEXT CARD E06 · How to Stop Getting Stuffed (Count the Box) — run or don't run... the math answers before the snap



E06 CHEAT CARD

How to Stop Getting Stuffed (Count the Box)

run or don't run... the math answers before the snap



THE CARD

The box: tackle to tackle, LOS to ~5 deep. Count every hat inside it.

Your side: 5 linemen + tight ends/backs who stay in to block.

Them +1: don't run — a free hat meets your back in the backfield.

Even / you +1: run it downhill — it's your back vs one man in space.

Watch the creeper: safeties walking down late flip the count... count AGAIN at the snap.

Light box (5-6 hats)? That's a dare AND a gift — take the free yards before they fix it.

From "E06 — How to Stop Getting Stuffed (Count the Box)" · DarkTiger Football on YouTube · rep it in Defense IQ

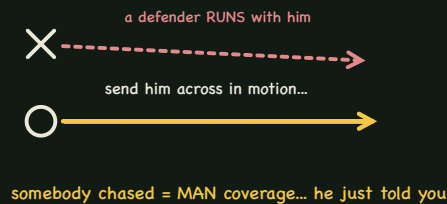
NEXT CARD E07 · Motion — The Truth Serum — make the defense answer before the snap



E07 CHEAT CARD

Motion — The Truth Serum

make the defense answer before the snap



THE CARD

The serum: motion forces a reaction... the reaction is the truth.

Chase = MAN: rubs, picks, crossers... and you choose the matchup.

Bump/slide = ZONE: find the soft spot the shuffle created... attack grass.

Late safety spin during motion: disguise breaking early — re-read the roof.

Snap timing: quick-snap after motion beats zones still rotating to catch up.

Cost: zero. Not motioning is leaving free answers on the table.

From "E07 — Motion — The Truth Serum" · DarkTiger Football on YouTube · rep it in Defense IQ

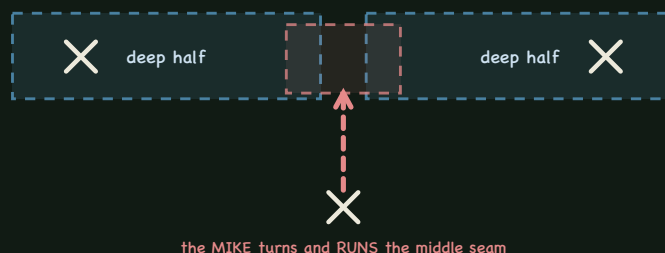
NEXT CARD E08 · Tampa 2 — The Linebacker Who Becomes a Safety — three deep with only two safeties... the Mike is the trick



E08 CHEAT CARD

Tampa 2 — The Linebacker Who Becomes a Safety

three deep with only two safeties... the Mike is the trick



Tampa 2 = Cover 2 with a linebacker becoming a third deep safety

THE CARD

ID: Cover 2 shell + the Mike **SPRINTING** deep at the snap = Tampa 2.

Dead throw: the deep middle seam/post — the hole has a tenant now.

Money throw: digs/drag/crossers at 8-12 yards — the grass the Mike abandoned.

Also live: the C2 classics — sideline honey hole behind the squat corners still exists.

Timing: hit the vacancy on rhythm... a deep Mike can still rally to late throws underneath.

Twin check: Mike home = C2 (seam live)... Mike runs = Tampa (underneath live). Two beats, one look.

From "E08 — Tampa 2 — The Linebacker Who Becomes a Safety" · DarkTiger Football on YouTube · rep it in Defense IQ

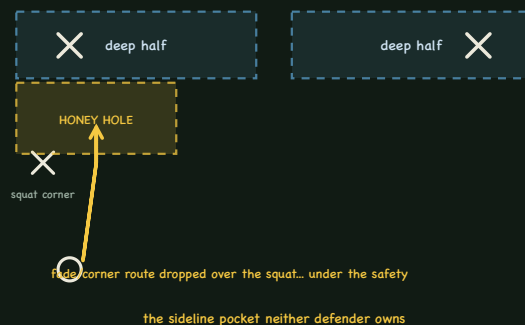
NEXT CARD E09 · Beating Cover 2 — the honey hole... and the seam that splits the roof

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E09 CHEAT CARD

Beating Cover 2

the honey hole... and the seam that splits the roof



THE CARD

ID: two deep halves + squat corners = Cover 2 family (check the Mike for Tampa — E08).

Hole #1: honey hole — sideline, 15-22 yds, behind corner/under safety. Touch throw, on time.

Hole #2: the pole — deep middle seam between the safeties (dead vs Tampa 2).

The bind: threaten both — read one safety and throw where he ISN'T.

Dead throws: lazy flats and slow outs — squat corners live on those.

Underneath tax: 5 under defenders = quick game is contested... win deep or win the bind.

From "E09 — Beating Cover 2" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E10 · 3rd and Long — What They Actually Call — the money down has a menu... and you can read it



E10 CHEAT CARD

3rd and Long — What They Actually Call

the money down has a menu... and you can read it



THE CARD

Default call: soft shell + 4 rush + underneath heels ON the sticks.

The bait: the easy catch **short of the marker** — designed tackle, punt team jogging on.

Convert rule: throw **past the line**, or catch-and-run with an angle, or scramble PAST it.

The spice: fire zones, sim pressure, brackets — count rushers one beat after the snap.

Hot answer: name it pre-snap. On this down, if heat comes it comes instantly.

Remember: they defend the LINE, not the man. Play the sticks (E36).

From "E10 — 3rd and Long — What They Actually Call" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E11 · Man or Zone — The 2-Second Test — the only question that unlocks every other read



E11 CHEAT CARD

Man or Zone — The 2-Second Test

the only question that unlocks every other read

SECOND ONE: the corner's eyes



THE CARD

The question: chasing MEN or guarding GRASS? Answer it before anything else.

Test 1 (eyes): corner stares at receiver = **man**... peeks at QB = **zone**.

Test 2 (motion): chaser = man... bumpers = zone. Forces the truth out of disguises.

vs MAN: rubs, picks, crossers, best-on-worst matchups... space doesn't matter, people do.

vs ZONE: holes, seams, high-lows, triangles... people don't matter, grass does.

Trap: match zone chases late — zone that turns man when you threaten deep (E33).

From "E11 — Man or Zone — The 2-Second Test" · DarkTiger Football on YouTube · rep it in Defense IQ

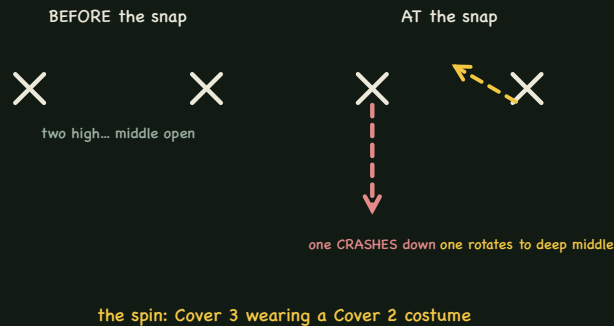
NEXT CARD E12 · The Spin — Two-High That Turns One-High — your pre-snap read is their favorite weapon



E12 CHEAT CARD

The Spin — Two-High That Turns One-High

your pre-snap read is their favorite weapon



THE CARD

The lie: two-high shown... one safety crashes, the other spins to deep middle at the snap.

The bait: your two-high throws — seams, holes, honey holes — into a one-high defense.

Rule 1: the picture is a hint, **never a promise.**

Rule 2: re-count the safeties on your first step. Every dropback. Forever.

If it spun: kill the shot... checkdown... live for the next snap.

Counterpunch: quick throw at the crasher's vacated flat before the rotation settles.

From "E12 — The Spin — Two-High That Turns One-High" · DarkTiger Football on YouTube · rep it in Defense IQ

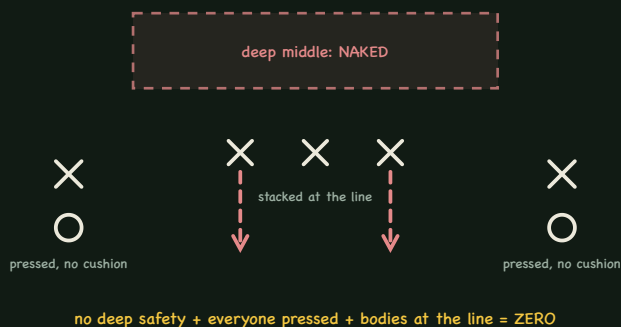
NEXT CARD E13 · Cover 0 — Three Seconds to Live — the biggest gamble in football... in both directions



E13 CHEAT CARD

Cover 0 — Three Seconds to Live

the biggest gamble in football... in both directions



THE CARD

Alarms (all 3): empty deep middle + pressed corners + stacked line = Cover 0.

Your clock: ~1.8 seconds. Someone is unblocked. Accept it now.

First answer: hot man — named BEFORE the snap, thrown on step two.

Money quick game: slants, quick outs, back releasing — speed beats heat.

The haymaker: fastest man deep, no ceiling... one slip = six.

Never: slow-developing routes, lazy drops, or surprise. Zero punishes hesitation only.

From "E13 — Cover 0 — Three Seconds to Live" · DarkTiger Football on YouTube · rep it in Defense IQ

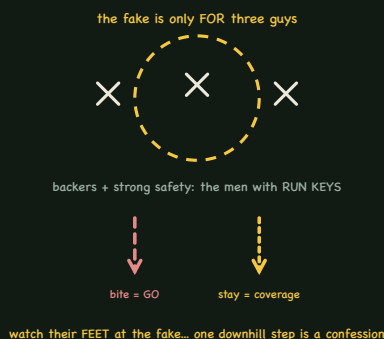
NEXT CARD E14 · Play-Action Tells — Who Bit? — the fake only works on three guys... watch those three



E14 CHEAT CARD

Play-Action Tells — Who Bit?

the fake only works on three guys... watch those three



THE CARD

The marks: linebackers + strong safety — the men with run keys. Watch THEM, not the ball.

The tell: feet at the fake. Downhill step = bit... flat feet = no sale.

Bit: crossers, digs, posts behind their ears — throw on time, the window lives ~1 second.

No sale: don't force the middle — checkdown, climb, next play.

Deposit rule: run it well FIRST. Play-action pays interest on real runs only.

Jackpot tell: safety crashes at the fake = deep middle abandoned = post for six.

From "E14 — Play-Action Tells — Who Bit?" · DarkTiger Football on YouTube · rep it in Defense IQ

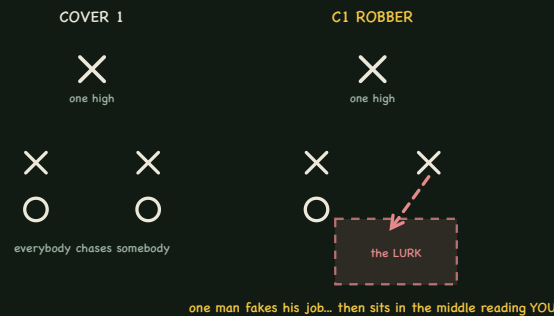
NEXT CARD E15 · Cover 1 vs Cover 1 Robber — same picture... hidden thief



E15 CHEAT CARD

Cover 1 vs Cover 1 Robber

same picture... hidden thief



THE CARD

The look: Cover 1 shell (one high, man across)... with a hidden middle lurker.

Pre-snap find: the fuzzy job — fake blitz or a hoverer with no man. **He's the thief.**

His lunch: quick slants, shallow crossers, drive routes over the middle.

Your money: edges — comebacks, outs, fades... and the man he pretended to cover, late.

The bait-back: pump the middle throw, let him jump, hit what opens behind him.

Rule: in man looks, always ask — does everyone have a job? Fuzzy = robber.

From "E15 — Cover 1 vs Cover 1 Robber" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E16 · Pre-Snap — The 4 Checks — a checklist... not genius. pilots don't guess.



E16 CHEAT CARD

Pre-Snap — The 4 Checks

a checklist... not genius. pilots don't guess.

- 1 SAFETIES — how many deep?
 - 2 CORNERS — pressed or soft?
 - 3 THE BOX — their hats vs yours
 - 4 THE PLAN — say it out loud
- ten seconds... same order... every snap

THE CARD

1. Safeties: 2 = middle open... 1 = middle closed... 0 = **heat**, find your hot man NOW.

2. Corners: pressed = man-ish... soft + backfield eyes = zone-ish.

3. Box: count hats vs blockers. Them +1 = don't run... even = **hammer**.

4. Plan: say it — read 1, read 2, hot man. No plan, no snap.

Ten seconds of discipline = three seconds of calm after the snap.

Remember: it's a checklist, not genius. Same four, every snap, forever.

From "E16 — Pre-Snap — The 4 Checks" · DarkTiger Football on YouTube · rep it in Defense IQ

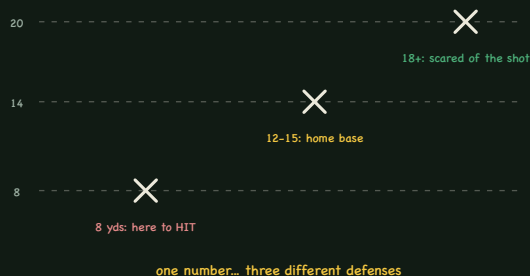
NEXT CARD E17 · Safety Depth — The First Domino — one number tells on the whole defense



E17 CHEAT CARD

Safety Depth — The First Domino

one number tells on the whole defense



THE CARD

The ruler: ~8 = **hitter/robber/blitz**... 12-15 = honest... 18+ = **short game on sale**.

The creep: inching down = bodies and heat coming... grass opens BEHIND him.

The bail: low pre-snap, deep at the snap — the picture lied. First step = truth.

Pair it: depth + count (E16 check #1) = the coverage family before the snap.

Low safety rule: quick game and keep your hot man named.

Deep safety rule: take the easy money underneath until they come down to stop it.

From "E17 — Safety Depth — The First Domino" · DarkTiger Football on YouTube · rep it in Defense IQ

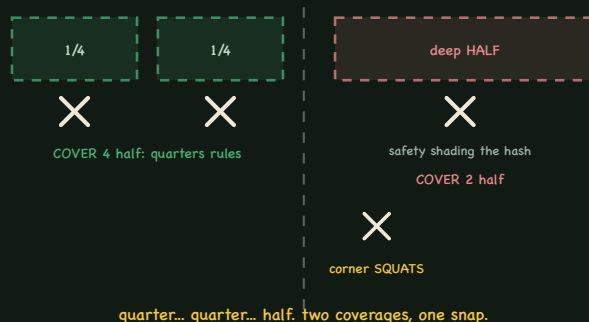
NEXT CARD E18 · Cover 6 — Quarter, Quarter, Half — two coverages at once... half the field is lying to you



E18 CHEAT CARD

Cover 6 — Quarter, Quarter, Half

two coverages at once... half the field is lying to you



THE CARD

ID: mismatched corners pre-snap — one SOFT (7+ off), one SQUATTING at 5 = split-field Cover 6. The soft one bails deep at the snap.

The math: quarter + quarter (one side) + half (other side). Read each half separately.

Placement rule: squat usually lives on the SHORT/boundary side... check the ball spot.

vs the C2 half: honey hole over the squat... quick outs die, corners fish there.

vs the C4 half: flats are soft — quarters defenders protect deep first.

Never: stretch one read across the whole field. Half the picture is always lying.

From "E18 — Cover 6 — Quarter, Quarter, Half" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E19 · Red Zone Reads — The Field Shrinks — same call... half the space... different planet



E19 CHEAT CARD

Red Zone Reads — The Field Shrinks

same call... half the space... different planet



THE CARD

What dies: cushions, deep help, shot plays — no grass, no fear.

What spikes: man + Cover 0 — the end line is their free 12th defender.

Zone translation: same call, 1/3 the window. Throw it like midfield = pick.

Money: rubs, picks, speed 1-on-1, back-on-backer... matchups over grass.

Timing rule: throw EARLY. The field runs out before your route does.

Pair with: goal line box math (E32) once you're inside the five.

From "E19 — Red Zone Reads — The Field Shrinks" · DarkTiger Football on YouTube · rep it in Defense IQ

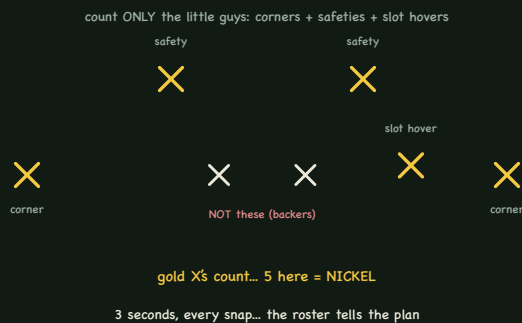
NEXT CARD E20 · Count the DBs — Nickel & Dime — read the roster before you read anything else



E20 CHEAT CARD

Count the DBs — Nickel & Dime

read the roster before you read anything else



THE CARD

Count: corners + safeties + slot hovers. 3 seconds. Every snap.

4 = Base: run-stoppers... **throw at backers in coverage** (TE/back = money).

5 = Nickel: balanced... lighter box, and the **nickel blitzes off the slot** — watch him.

6 = Dime: one lonely backer... 3rd-and-long defense. **Run at the little guys.**

The plan: 4 → throw... 5 → honest... 6 → run or pick on the lone backer.

Pair with: box count (E06) — package + hats = the whole run/pass answer.

From "E20 — Count the DBs — Nickel & Dime" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E21 · Watch the Flat Defender — the one defender who cannot lie to you



E21 CHEAT CARD

Watch the Flat Defender

the one defender who cannot lie to you



THE CARD

The spot: the flat — short sideline grass. Pick a side at the snap and watch it.

CORNER in the flat: two-high family (C2)... hole behind him is open.

BACKER in the flat: one-high family (C3/C1)... quick outs beat him every time.

NOBODY: man or fire zone — hot man, middle check, ball out.

Beware the remix: Cloud/Buzz rotations swap the flat man late (E27) — read the roof first.

One look... one second... the whole family.

From "E21 — Watch the Flat Defender" · DarkTiger Football on YouTube · rep it in Defense IQ

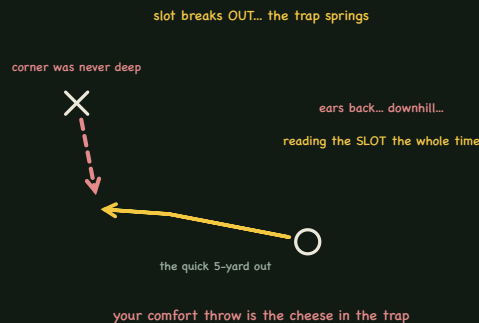
NEXT CARD E22 · Palms — The Quarters Trap — your favorite quick out is the bait



E22 CHEAT CARD

Palms — The Quarters Trap

your favorite quick out is the bait



THE CARD

The look: quarters shell, honest corners... but the corner reads your SLOT.

The cheese: the quick out — he jumps it for six the other way.

The lid: safety takes outside verticals — the deep ball is NOT free.

The tell: corner's eyes flick INSIDE + open hips + sitting shallow = Palms.

The counter: out-and-up — sell the bait, take the empty sideline.

Rule: never throw the comfort out without checking the corner's eyes first.

From "E22 — Palms — The Quarters Trap" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E23 · Point the Mike — the QB is solving a math problem out loud



E23 CHEAT CARD

Point the Mike

the QB is solving a math problem out loud



THE CARD

What the point is: a message to the five blockers — count starts HERE.

The budget: 5 blockers, 5 rushers... all paid for IF the Mike is right.

Why they hide him: wrong Mike = free rusher = you eating grass.

Find him yourself: the man the middle of the count runs through — before the QB points.

Sugared look: mugged A-gap backers = pop quiz — count who LEAVES at the snap (E37).

Blame correctly: edge sack untouched? Usually a wrong point, not a bad tackle.

From "E23 — Point the Mike" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E24 · 2-Man — The No-YAC Defense — zone roof... man floor... glue everywhere



E24 CHEAT CARD

2-Man — The No-YAC Defense

zone roof... man floor... glue everywhere



THE CARD

ID: two-high + corners at 5 with **eyes locked on their man** (zero QB peek) = 2-Man. At the snap they turn and TRAIL.

The trail: low + inside + a step behind ON PURPOSE... the safety owns the top.

It kills: quick game, YAC, back-to-the-ball routes.

It bleeds: crossers/rubs (trails collide), wheels on backers, screens & draws.

Twin check: corner eyeballs — backfield = C2 zone... man = 2-Man. Whole difference.

Never: hero balls deep into the two-shell — that's the safeties' payday.

From "E24 — 2-Man — The No-YAC Defense" · DarkTiger Football on YouTube · rep it in Defense IQ

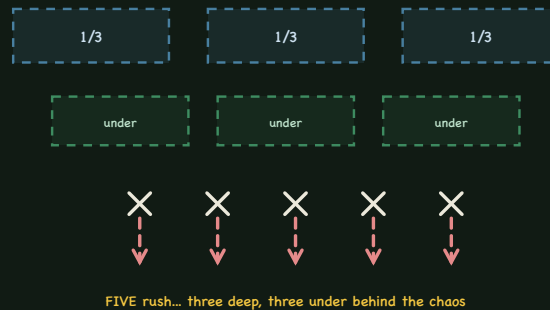
NEXT CARD E25 · Fire Zone — The Zone Blitz — five come... a big man drops... don't buy the ticket



E25 CHEAT CARD

Fire Zone — The Zone Blitz

five come... a big man drops... don't buy the ticket



THE CARD

Blueprint: 5 rush + 3 deep / 3 under... a D-END drops into the hot window.

Smoke pre-snap: overloaded side + away-end standing tall + late safety creep.

The count: one beat post-snap — adding hats = real... leaving = fire zone.

Don't: panic-throw hot into the dropper — that throw is the whole design.

Do: throw where the blitz CAME from... someone's zone is empty. Screens feast.

Related: nobody in the flat alarm (E21)... sim pressure cousin (E37).

From "E25 — Fire Zone — The Zone Blitz" · DarkTiger Football on YouTube · rep it in Defense IQ

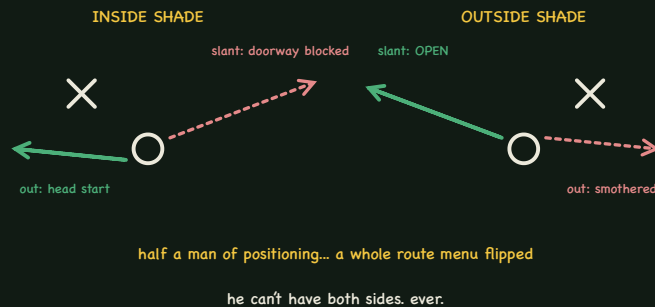
NEXT CARD E26 · Leverage — Inside vs Outside Shade — six inches of alignment
kill half the route tree



E26 CHEAT CARD

Leverage — Inside vs Outside Shade

six inches of alignment kill half the route tree



THE CARD

Read it: which shoulder is he shading? Inside or outside... every corner, every snap.

Inside shade kills: slants, digs... gives: outs, comebacks, fades.

Outside shade kills: sideline routes... gives: slants, in-cuts — but check for inside help.

Help map: heavy outside = friends inside... inside + no roof = island.

Twin check: same call, both shades — the leverage alone flips the money throw.

Free answer: exists pre-snap, costs nothing, never lies. Check the lean.

From "E26 — Leverage — Inside vs Outside Shade" · DarkTiger Football on YouTube · rep it in Defense IQ

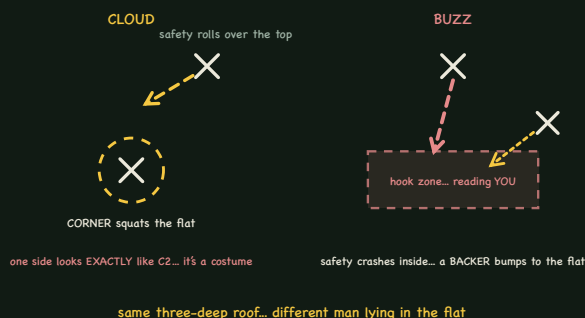
NEXT CARD E27 · Cloud & Buzz — Cover 3 Rotations — same roof... new lies in the flat



E27 CHEAT CARD

Cloud & Buzz — Cover 3 Rotations

same roof... new lies in the flat



THE CARD

Cloud: corner squats the flat + safety rolls over top... fake C2 on one side.

Buzz: safety crashes to the hook (robber-ish) + backer takes the flat.

The unlock: count the roof FIRST — one deep middle = C3 family, always.

Cloud counter: play C3 rules... the squat side honey hole is a trap (safety's up there).

Buzz counter: find the buzzing safety... throw breaks BEHIND his ears.

Order of ops: roof → flat → throw. Rotations only beat first glances.

From "E27 — Cloud & Buzz — Cover 3 Rotations" · DarkTiger Football on YouTube · rep it in Defense IQ

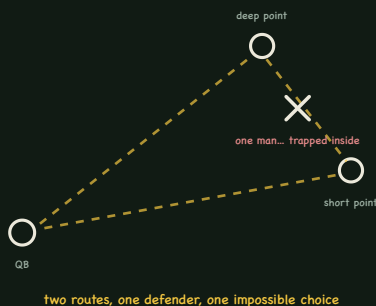
NEXT CARD E28 · The Triangle Read — read grass, not names... works vs everything



E28 CHEAT CARD

The Triangle Read

read grass, not names... works vs everything



THE CARD

Build it: short + deep route over the same grass = a defender with two jobs, one body.

The read: watch ONE trapped man... throw opposite his lean. First lean = throw NOW.

vs Zone: you stretched a zone man past breaking. **vs Man:** someone's winning — picture shows who.

No names needed: triangles read GRASS... grass never lies.

Discipline: pick the triangle pre-snap... eyes never leave the neighborhood.

Late = dead: held triangles collapse — the defender recovers to whichever you chose.

From "E28 — The Triangle Read" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E29 · Two-Minute Defense — Clock as the 12th Man — they don't need stops... they need seconds



E29 CHEAT CARD

Two-Minute Defense — Clock as the 12th Man

they don't need stops... they need seconds

yards are cheap... seconds are GOLD



safeties in another zip code



the middle: open like a buffet

catch... tackle... INBOUNDS... clock spins while you celebrate

it looks like they quit. they didn't. they're taxing you.

THE CARD

Their mission: not stops... SECONDS. Every call is filtered through the clock.

Soft shell: deep safeties, early bails, open middle = a tax, not a gift.

Rally rules: tackles angle you INBOUNDS... the sideline is walled off on purpose.

Middle catches: fine — but get out or get up FAST. No dancing.

Sideline throws: must arrive AT the line — late outs get undercut AND stay inbounds.

The dagger: safeties at 20+ protecting the lead = seam shot down the pipe.

From "E29 — Two-Minute Defense — Clock as the 12th Man" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E30 · Press vs Off — The Cushion Ladder — the cushion is a bet... read the ruler



E30 CHEAT CARD

Press vs Off — The Cushion Ladder

the cushion is a bet... read the ruler



THE CARD

The ladder: 0-2 = press... 4-6 = honest... 8+ = soft. Read it every snap.

Press kills: quick game/timing... risks: one clean release = gone.

Soft kills: deep shots... donates: hitches, slants, quick outs all day.

The twin: hips at the snap — jam = man... bail = zone.

Cushion count: pre-snap rung + post-snap hips = the corner's whole bet.

Then: take the other side of the bet. Every time.

From "E30 — Press vs Off — The Cushion Ladder" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E31 · Punish the Gimmick — The Grandmaster Rule — weird isn't strong... weird is in DEBT



E31 CHEAT CARD

Punish the Gimmick — The Grandmaster Rule

weird isn't strong... weird is in DEBT



THE CARD

The rule: every gimmick is a LOAN — a job the scheme owes and **nobody's** paying.

Find it: don't watch where the roamer IS... ask where he's SUPPOSED to be.

Collect: mail the ball to his old address — the vacancy lasts all play.

Fake chaos: pre-snap dancing = somebody's late AFTER the snap. Snap it mid-dance.

Checklist: who's deep... who's got the flat... who's in the middle? No name = payday.

Mindset: don't panic at weird — smile. Punish weird with fundamentals.

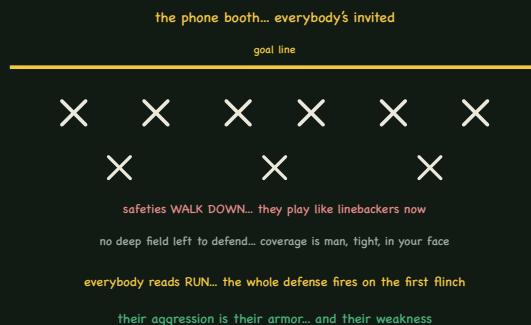
From "E31 — Punish the Gimmick — The Grandmaster Rule" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E32 · Goal Line & Short Yardage — Win the Inch — even arm wrestles have tells

E32 CHEAT CARD

Goal Line & Short Yardage — Win the Inch

even arm wrestles have tells



THE CARD

The world: big bodies, safeties in the box, man coverage in your face... everybody reads RUN.

The count: hats vs hats at the line. **One extra hat** = don't slam the wall — fake it or bounce it.

Even numbers: hammer it downhill and dare them.

Play-action: never more dangerous than one yard out — the grass behind the pile is abandoned for a heartbeat.

Cover 0 twin: at midfield it's a footrace... at the one it's hand-to-hand. Space changes man.

Honest football: one count, one answer... win the inch before the snap.

From "E32 — Goal Line & Short Yardage — Win the Inch" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E33 · Match vs Spot-Drop — Two Flavors of Zone — zone that guards grass... zone that guards YOU



E33 CHEAT CARD

Match vs Spot-Drop — Two Flavors of Zone

zone that guards grass... zone that guards YOU



THE CARD

Two flavors: spot-drop guards GRASS (parks on a landmark)... match guards YOU (carries verticals).

The test: run a 12-yd curl. Defender sits = spot-drop... defender chases = match.

vs Spot-drop: throw BETWEEN the parked cars — seams, windows, on rhythm. Nobody chases.

vs Match: attack the handoffs — crossers, sit-down options, wheels. The baton drop is the window.

The tell you felt: "open grass" that closes at full speed = match, every time.

One answer, whole game: flavor rarely changes mid-drive... test once, cash it all night.

From "E33 — Match vs Spot-Drop — Two Flavors of Zone" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E34 · The Internal Clock — The 2.7-Second Rule — never be surprised by the bomb



E34 CHEAT CARD

The Internal Clock — The 2.7-Second Rule

never be surprised by the bomb



THE CARD

The deal: a pocket lives ~2.7 seconds. Not a tragedy... **the contract.**

Know the price: quick game = 1s... dropback = 2.5s... deep shots borrow time the pocket repays.

Three beats: RHYTHM (ball out) → RESET (read two) → ESCAPE (play's over).

The killer: staying in beat two, praying. **No fourth beat. Ever.**

Beat three menu: **checkdown, throwaway, or legs** — the clock's mercy rule.

Sack autopsy: blitz sack = structural... 3.5s sack vs four rushers = the clock won. Know which.

From "E34 — The Internal Clock — The 2.7-Second Rule" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E35 · Bracket Coverage — Where Your Star Went — they paid for the double team... go cash the check



E35 CHEAT CARD

Bracket Coverage — Where Your Star Went

they paid for the double team... go cash the check



THE CARD

The fence: in-out (inside man + outside man) or top-bottom (under + deep cap). Rules, not a rep.

Spot it: two defenders shading his side... a hoverer with no man... a relaxed corner.

Lie detector: motion the star across. Zone stays home... a bracket TRAVELS.

The math: two-on-one over there = one-on-one, no help, somewhere else. Always.

Use the bait: send the star deep — drag two men out of a zip code — then work the island.

Don't force it: the star's quiet game IS the defense's payment. Say thank you.

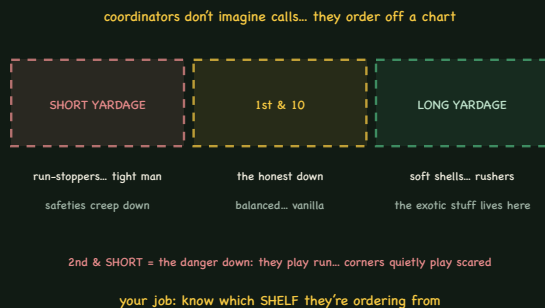
From "E35 — Bracket Coverage — Where Your Star Went" · DarkTiger Football on YouTube · rep it in Defense IQ
NEXT CARD E36 · Down & Distance — Play the Sticks — two little numbers shuffle the whole deck



E36 CHEAT CARD

Down & Distance — Play the Sticks

two little numbers shuffle the whole deck



THE CARD

Read first: down & distance BEFORE defenders — the sticks write the first draft of the call.

Shelves: short = run-stoppers & man... 1st & 10 = balanced... long = soft shells & rushers.

Danger down: 2nd & short — run look up front, corners quietly scared. Shot time.

3rd & 2: whole playbook live, defense stretched. **3rd & 8:** exotic city — fire zones, brackets, disguise.

Sticks rule: money-down defenders guard the LINE... throw past it or plan to finish.

Short of the line: on 3rd down a catch at 7 of 8 turns their defense into a tackling drill. Don't.

From "E36 — Down & Distance — Play the Sticks" · DarkTiger Football on YouTube · rep it in Defense IQ
NEXT CARD E37 · Simulated Pressure — Show Six, Rush Four — don't buy the ticket to their theater



E37 CHEAT CARD

Simulated Pressure — Show Six, Rush Four

don't buy the ticket to their theater



THE CARD

The con: show six, rush four — same count as vanilla, dressed like the apocalypse.

The swap: mugged backers bail to the middle... a forgotten DB comes off the edge.

The trap: the hot throw dies in the window the bailing backer just filled. Don't panic-throw.

One-beat test: hats still flying in = real blitz, ball out NOW... bodies leaving = theater, breathe.

vs Theater: skip the hot, work outside the numbers or hold for window two.

Bonus: a safety rushing = somebody deep is singled up. Go find him.

From "E37 — Simulated Pressure — Show Six, Rush Four" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E38 · Stacks & Bunches — Cause a Traffic Jam — when press wins... change the geometry



E38 CHEAT CARD

Stacks & Bunches — Cause a Traffic Jam

when press wins... change the geometry



THE CARD

The medicine: press winning? Don't fight harder... **stack or bunch and hide the target.**

Stack rule: front man eats the jam... back man releases clean at full speed.

Bunch rule: chasers collide — natural rubs, zero flags. Traffic is legal.

Their 3 answers: bail (soft zone)... lock (man + trail)... switch (traffic cops).

The test: first out-breaker — **chased = locked man... passed off = switch.**

The leak: their bunch check announces the coverage BEFORE the snap.

Ask every game.

From "E38 — Stacks & Bunches — Cause a Traffic Jam" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E39 · Half-Field Reads — Pick a Side, Live There — half the field... twice the player



E39 CHEAT CARD

Half-Field Reads — Pick a Side, Live There

half the field... twice the player



THE CARD

The trap: full-field scanning = five pictures in 2.7 seconds. Sightseeing, not reading.

Pick the half: safety tilt, leverage, matchups, the count — count the votes pre-snap.

Live there: one half = a triangle. Rhythm → reset → checkdown... one eyeful, no swivel.

Backside alert: ONE glance — single WR vs one-high, no help = take the fade/slant, skip the read.

No alert? Eyes to your half at the snap... never look back. The commitment IS the skill.

The payoff: feet in rhythm, ball out on time, every time. Half the field... twice the player.

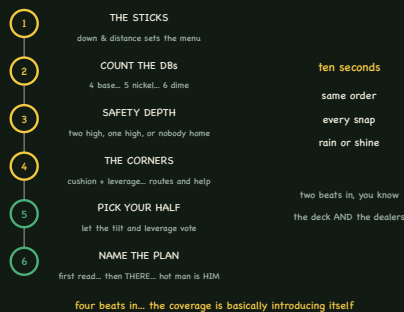
From "E39 — Half-Field Reads — Pick a Side, Live There" · DarkTiger Football on YouTube · rep it in
NEXT CARD Defense IQ E40 · The Pre-Snap Ritual — The Capstone — the whole series... in
 ten seconds



E40 CHEAT CARD

The Pre-Snap Ritual — The Capstone

the whole series... in ten seconds



THE CARD

Beat 1 — sticks: down & distance picks the shelf before you look at a player.

Beat 2 — count DBs: 4 = base... 5 = nickel... 6 = dime. The roster tells the plan.

Beat 3 — safety depth: two high / one high / nobody home = the first domino.

Beat 4 — corners: cushion names the live routes... leverage maps the help.

Beat 5 — pick your half: tilt + leverage vote... commit your eyes.

Beat 6 — say the plan: first read, second spot, hot man. Ten seconds. Every snap.

From "E40 — The Pre-Snap Ritual — The Capstone" · DarkTiger Football on YouTube · rep it in Defense IQ

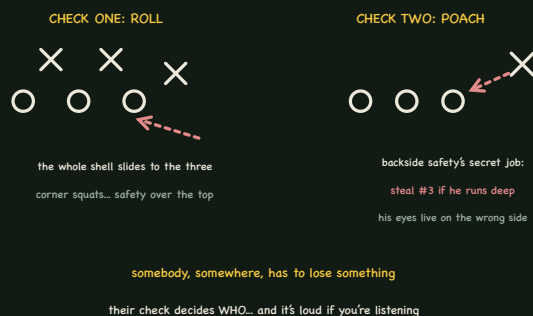
NEXT CARD E41 · Trips Checks — The 3x1 Problem — their check is a note passed in class... read it



E41 CHEAT CARD

Trips Checks — The 3x1 Problem

their check is a note passed in class... read it



THE CARD

The problem: 3x1 bends balanced coverage — **somebody has to lose something.**

Roll: shell slides to trips... the backside single is suddenly one-on-one with room.

Poach: balanced look, but the backside safety steals #3 deep — his zip code empties behind him.

The test: #3 deep cross. Backer carries = roll... backside safety flies = poach... wall = man.

Cash it: roll = **work the single...** poach = **fake #3 deep, hit the vacated grass.**

Remember: trips is about what the DEFENSE gives up... not what your three receivers get.

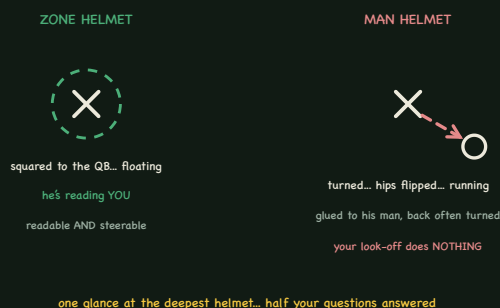
From "E41 — Trips Checks — The 3x1 Problem" · DarkTiger Football on YouTube · rep it in Defense IQ
NEXT CARD E42 · The Free Safety's Eyes — Drive the Mirror — your eyes control
 HIS... use the remote

####

E42 CHEAT CARD

The Free Safety's Eyes — Drive the Mirror

your eyes control HIS... use the remote



THE CARD

The mirror: his feet follow his eyes... his eyes follow YOURS.

Helmet squared, floating: zone — he's reading you. Readable and steerable.

Helmet turned, running: man — look-offs do nothing... but he can't see the field burn.

The look-off: look opposite ONE count → his feet drift → throw the other way.

One-count rule: hold the fake longer and your real window closes while you perform.

When: deep shots, seams, posts only. Never on quick game — no time, take what's yours.

From "E42 — The Free Safety's Eyes — Drive the Mirror" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E43 · Zone Turnover Windows — The Three Baited Throws — see the trap before the cheese



E43 CHEAT CARD

Zone Turnover Windows — The Three Baited Throws

see the trap before the cheese



THE CARD

The model: zones cover THROWS, not receivers — open windows are often bait.

Trap 1: the middle has a curfew — real at +2 seconds, a net at +4. Checkdown or leave.

Trap 2: a squat corner who looks asleep is fishing. Eyes never left the backfield = NO comeback.

Trap 3: zone backers undercut seams. Name the man UNDER the window before you throw.

Can't name him? Don't throw it. That rule alone erases half your picks.

Film drill: every pick you watch = one of the three traps. Call it before the replay ends.

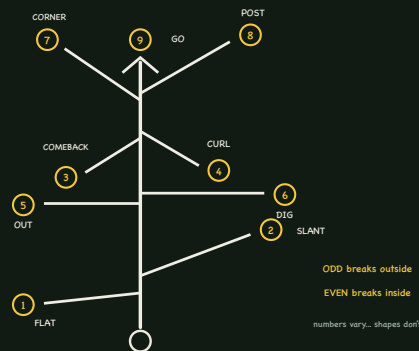
From "E43 — Zone Turnover Windows — The Three Baited Throws" · DarkTiger Football on YouTube ·
 NEXT CARD E44 · The Route Tree — Nine Shapes — the offense's whole
 alphabet... learn to read



E44 CHEAT CARD

The Route Tree — Nine Shapes

the offense's whole alphabet... learn to read



THE CARD

The rule: odd breaks outside... even breaks inside. Depth climbs with the number.

1-2 short: flat + slant — beat blitzes and soft cushions. Fast problems, fast answers.

3-6 middle: comeback, curl, out, dig — the floor where all your reads live.

7-9 deep: corner, post, go. One high = post. Two high = corner.

Combos are words: corner over flat = smash. Dig under post = safety trapped. Nine letters, every play.

Film drill: call the shapes out loud for one drive — flat, dig, post. Fluency by halftime.

From "E44 — The Route Tree — Nine Shapes" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E45 · Man Turnover Windows — Throw On Time — man steals off your clock... late is a donation



E45 CHEAT CARD

Man Turnover Windows — Throw On Time

man steals off your clock... late is a donation



THE CARD

The flip: vs zone open is a PLACE... vs man open is a TIME. **Man windows SLAM.**

Trail drive: late comebacks/curls = the trail man drives through the route. Pick-six king.

Centerfielder: man free = one safety hunting deep balls. Fifty-fifty is a lie — **find him first.**

Rule 1: ball out **ON the break** — anticipation or nothing.

Rule 2: in doubt = **back shoulder**, away from the trail man.

The autopsy: every man pick — was the ball on the break or after? That answer names the crime.

From "E45 — Man Turnover Windows — Throw On Time" · DarkTiger Football on YouTube · rep it in Defense IQ

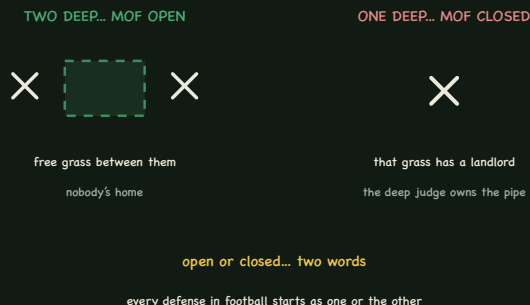
NEXT CARD E46 · MOF Open vs Closed — Cut the Game in Half — one look at the deep middle... half the playbook crossed off



E46 CHEAT CARD

MOF Open vs Closed — Cut the Game in Half

one look at the deep middle... half the playbook crossed off



THE CARD

The look: count deep safeties. **2 = MOF OPEN...** **1 = MOF CLOSED.** Every snap.

Open = attack middle: posts split the pair, digs into daylight, seams shoot the gap.

Closed = look elsewhere: comebacks, outs, one-on-ones outside... crossers UNDER the judge.

The halving: closed → cross off C2/C4/C6, hunt C1/C3. Open → cross off C0/C1/C3.

Watch the lie: safeties rotate late (the Spin) — re-check at the snap before you trust it.

One word: say "open" or "closed" before every snap. That habit IS football IQ.

From "E46 — MOF Open vs Closed — Cut the Game in Half" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E47 · Coverage Names Decoded — it's not a code... it's a headcount



E47 CHEAT CARD

Coverage Names Decoded

it's not a code... it's a headcount

COVER 0

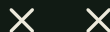
nobody deep

COVER 1



one judge

COVER 2



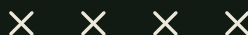
two halves

COVER 3



three thirds

COVER 4



four quarters

count the deep shells... you just said the name

THE CARD

The key: the number = deep defenders. 0, 1, 2, 3, 4 — count the shells.

Families: 0/1/3 = closed middle... 2/4/6 = open middle. Same as the MOF look.

Liar #1: Cover 6 = half C4 + half C2. Four plus two... that's the whole joke.

Liar #2: Tampa 2 = three deep when it matters (the Mike takes the pipe).

Liar #3: 2-Man = Cover 2's roof, locked-man floor. The floor finishes the story.

Doctrine: names are nicknames for pictures. Believe the grass.

From "E47 — Coverage Names Decoded" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E48 · Cover 1: Man-Free — One Judge, Ten Handcuffs — the most aggressive normal defense in football



E48 CHEAT CARD

Cover 1: Man-Free — One Judge, Ten Handcuffs

the most aggressive normal defense in football



THE CARD

The shell: 1 deep judge + everyone locked man = **man-free**. Middle CLOSED.

Why: spare bodies = blitzes. Expect heat... know your hot man before the snap.

Spot it: closed middle + **corner eyes on the MAN** + motion gets chased.

Twins: C3 corner bails watching YOU... C1 corner presses watching HIM. Eyeballs decide.

Beat it: stacks/rubs collide the handcuffs... crossers outrun them... back shoulder when in doubt.

One rule: the deep middle belongs to the judge. Money everywhere else.

From "E48 — Cover 1: Man-Free — One Judge, Ten Handcuffs" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E49 · Cover 3 — The NFL's Favorite Blanket — the most-played defense in football... learn it cold

E49 CHEAT CARD

Cover 3 — The NFL's Favorite Blanket

the most-played defense in football... learn it cold



THE CARD

The shell: pre-snap it's ONE high safety = middle CLOSED. At the snap it blossoms into 3 deep thirds + 4 under — everything rationed.

The tell: strong safety walking DOWN into the box — the loudest Cover 3 announcement.

Three yeses: closed middle + bailing zone-eye corners + 8th man = blanket confirmed.

Costumes: Sky/Cloud/Buzz swap the flat man... Fire Zone adds a rusher. Roof first, always.

Beat it: seams between thirds... flood 3-into-2... take the rationed underneath.

Doctrine: boring beats blankets. Win the sticks ten straight times and it folds.

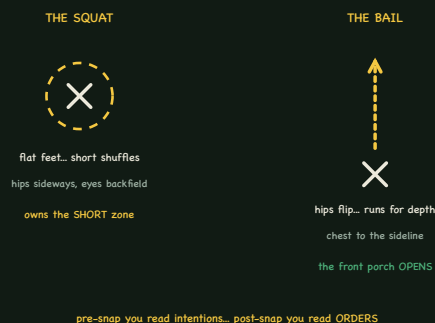
From "E49 — Cover 3 — The NFL's Favorite Blanket" · DarkTiger Football on YouTube · rep it in
NEXT CARD E50 · Corner Feet — Squatting vs Bailing — alignment is a costume...
 feet are a confession



E50 CHEAT CARD

Corner Feet — Squatting vs Bailing

alignment is a costume... feet are a confession



THE CARD

The law: alignment lies... the first two steps don't. Watch feet at the snap.

Squat: busy feet, no depth, hips sideways = short-zone owner (C2 family).
Curls live behind him.

Bail: hips flip, runs deep = thirds/quarters. The porch opens — hitch, out, flat.

Evil twin: man also runs. Eyes on YOU = zone bail... eyes on HIM = man mirror.

Order: feet first, eyes second. Two glances = the coverage family, named.

Drill: one corner, one quarter, out loud: squat / bail / locked. Reflex by halftime.

From "E50 — Corner Feet — Squatting vs Bailing" · DarkTiger Football on YouTube · rep it in Defense IQ

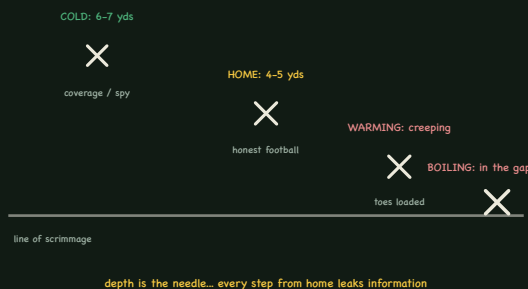
NEXT CARD E51 · Linebacker Depth — The Blitz Thermometer — how far off the ball = how hot it's about to get



E51 CHEAT CARD

Linebacker Depth — The Blitz Thermometer

how far off the ball = how hot it's about to get



THE CARD

The gauge: 4-5 yds = home. Closer = heat rising... deeper = coverage cooling.

Warming: the creep + weight on toes. Blitzers want a runway — start counting blockers.

Boiling: mugged in the A-gap = max heat or max theater. Count who crosses.

Ice cold: 6-7 yds deep = drop/spy. More bodies in your throwing lanes.

Actor test: early + quiet = real blitzer... late + loud = bluffer selling it.

Forecast: depth + box count + sticks. One glance each... the whole pressure picture.

From "E51 — Linebacker Depth — The Blitz Thermometer" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E52 · Hash Marks & Field Leverage — the field tilts the play before anyone lines up



E52 CHEAT CARD

Hash Marks & Field Leverage

the field tilts the play before anyone lines up



THE CARD

Zeroth read: which hash? **Boundary** = hallway... **field** = ballroom.

Boundary: island corner, no help — **iso ball lives here** (fade, comeback, slant).

Blitz alert: **pressure loves the short edge** — peek it when backers creep.

Field: coverage leans wide with the grass — space plays (crossers, floods, screens) get room.

The bend: the same coverage tilts with the hash. Watch the shell lean before the snap.

One second of geography before any defender... every read after it gets easier.

From "E52 — Hash Marks & Field Leverage" · DarkTiger Football on YouTube · rep it in Defense IQ

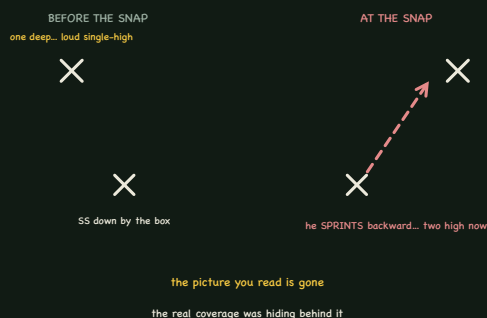
NEXT CARD E53 · The Bail-Out Invite — One-High That Turns Two — they showed you your favorite look... on purpose



E53 CHEAT CARD

The Bail-Out Invite — One-High That Turns Two

they showed you your favorite look... on purpose



THE CARD

The con: SS down = single-high shown... at the snap he bails to a deep half.

What dies: your 1-high beaters — fades get capped, seams get bracketed. Don't be greedy.

Spot it: too-casual down safety — square, flat-footed, touching nobody = sprinter in disguise.

One beat: first step forward = REAL... first step backward = BAIT.

The bill: bailed safety = lost 8th man. Run and cross into his vacancy.

Doctrine: disguise is a compliment. Decline the invitation... collect the rent.

From "E53 — The Bail-Out Invite — One-High That Turns Two" · DarkTiger Football on YouTube · rep it in Defense IQ

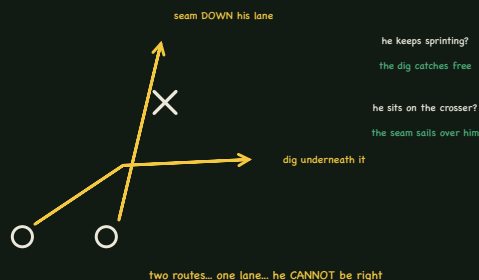
NEXT CARD E54 · Beating Tampa 2 — Make the Mike Choose — one man, two jobs... give him both at once



E54 CHEAT CARD

Beating Tampa 2 — Make the Mike Choose

one man, two jobs... give him both at once



THE CARD

The target: everything starts with the Mike. One place at a time... make one place wrong.

The fork: seam over + dig under his pipe. Runs deep = dig. Sits = seam.

Honey hole: still open behind the squatting corners — corner + bench routes all day.

Seam warning: splits real C2... dies in Tampa's Mike pocket. Check him first.

Free money: Mike bailing every dropback = draws and screens into his vacancy.

Script: probe once → fork → honey hole → punish the vacancy. No wrong choices left.

From "E54 — Beating Tampa 2 — Make the Mike Choose" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E55 · Beating Cover 4 — Take the Flats Until They Cry — four upstairs means three downstairs... do the math



E55 CHEAT CARD

Beating Cover 4 — Take the Flats Until They Cry

four upstairs means three downstairs... do the math



THE CARD

The math: 4 deep = 3 underneath. Three men can't guard the whole floor.

The belt: corners bail = flats free at the snap. Outs, swings, bubbles — every single time.

The crowbar: flats force the crack. Creeping safety = the dagger reopens.

The exception: corner SITS on your out = Palms trap. Wheel behind him.

Order: feast → watch the crack → dagger. Never dagger first — that's the graveyard.

Doctrine: quarters preys on greed. Patience starves it... the chains do the yelling.

From "E55 — Beating Cover 4 — Take the Flats Until They Cry" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E56 · Beating 2-Man — Catch It Short, Run It Long — the 'nothing is open' coverage... has three bills to pay



E56 CHEAT CARD

Beating 2-Man — Catch It Short, Run It Long

the 'nothing is open' coverage... has three bills to pay



THE CARD

Bill 1: trail = catches happen in FRONT. Catch it short, run it long.

Bill 2: LB trailing your RB = worst matchup on the field. Wheel him. Feed him.

Bill 3: two deep + backs turned = nobody extra vs the run. Hammer the light box.

Tempo: trail technique exhausts — hurry-up melts it a snap at a time.

Warning: the 2-Man freebie out is a zone pick-six. Release test first.

Doctrine: 2-Man doesn't break deep... it breaks TIRED. Send all three bills.

From "E56 — Beating 2-Man — Catch It Short, Run It Long" · DarkTiger Football on YouTube · rep it in Defense IQ

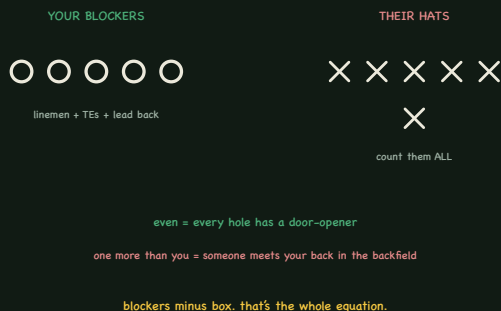
NEXT CARD E57 · Box Math — Run or Check — the run game is arithmetic... count before you commit



E57 CHEAT CARD

Box Math — Run or Check

the run game is arithmetic... count before you commit



THE CARD

The equation: your blockers vs their box hats. Even or better = green light.

+1 them: the wall wins — check to pass, quick game, or bounce wide. Never donate.

+1 us: somebody's path is a highway. Run it.

The invitation: light box = free money... after you check WHY it's light.

Timestamp rule: counts expire — six at the huddle, seven at the snap. Recount.

Out loud: plus-one us / even / plus-one them — every snap until it's a reflex.

From "E57 — Box Math — Run or Check" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E58 · Run Fits — Every Gap Has a Name — eleven guarded hallways... find the unlocked door



E58 CHEAT CARD

Run Fits — Every Gap Has a Name

eleven guarded hallways... find the unlocked door

center-guard = A... guard-tackle = B... outside = C



every run goes through one of these hallways

every hallway gets an OWNER before the snap... that's a FIT

THE CARD

The map: A (inside) → B → C (outside). Every run picks a hallway.

The fit: every gap has an owner. Eleven boring guys on time = no holes anywhere.

Force player: the edge wall — turns runs back inside. Crack him and the sideline opens.

Crease forensics: where the hole opened = who lost. One hallway at a time, never all at once.

The burglary: double-team or pull to outnumber ONE door. Never run at eleven.

Run dying? Don't blame the back. Change hallways.

From "E58 — Run Fits — Every Gap Has a Name" · DarkTiger Football on YouTube · rep it in Defense IQ

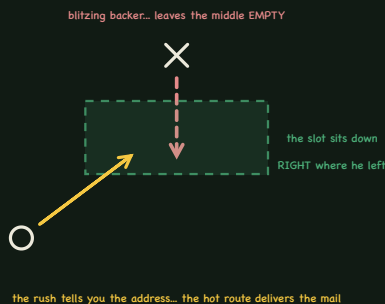
NEXT CARD E59 · Hot Routes — Blitz Insurance — the blitz stops being scary... and starts being a coupon



E59 CHEAT CARD

Hot Routes — Blitz Insurance

the blitz stops being scary... and starts being a coupon



THE CARD

The policy: heat > blockers = one receiver breaks off short. Built into every good play.

The address: hot man = nearest neighbor to the rusher's vacancy.

The trigger: he crosses → ball OUT. One-second throw beats a two-second rusher.

The predator: sim pressure sits in your hot window. Count who crosses first.

The prize: beat one free rusher = grass behind him. Blitz completions run long.

The habit: know your hot man by name, every snap. Insurance is bought BEFORE the accident.

From "E59 — Hot Routes — Blitz Insurance" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E60 · Prevent Defense — Why It Exists (And Where It Leaks) — free yards on purpose... and it still mostly works



E60 CHEAT CARD

Prevent Defense — Why It Exists (And Where It Leaks)

free yards on purpose... and it still mostly works



THE CARD

The bet: they sell small stuff because *you don't have all day*. Seconds > yards.

Spot it: corners at 15, three rushers, everything backpedaling. Unmistakable.

Leak 1: *underneath is free* — crossers, hooks, checkdowns, 10+ a pop.

Leak 2: out-breakers stop the clock cheap. Leak 3: three rushers = time + scramble lanes.

The plan: free ten → clock managed → repeat. Five calm snaps = field crossed.

Truth: prevent defends your COMPOSURE. *Don't sell it.*

From "E60 — Prevent Defense — Why It Exists (And Where It Leaks)" · DarkTiger Football on YouTube · rep it in Defense IQ

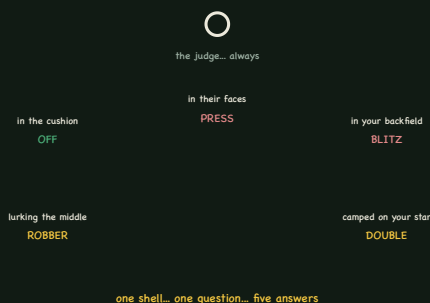
NEXT CARD E61 · The Cover 1 Family Tree — One Shell, Five Personalities — same last name... completely different tempers

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E61 CHEAT CARD

The Cover 1 Family Tree — One Shell, Five Personalities

same last name... completely different tempers



THE CARD

The trunk: one judge deep + handcuffs everywhere = Cover 1. The spares create the branches.

The question: where's the leftover man? One question names all five.

Press = in their faces. **Off** = in the cushion (a C3 costume — check the eyes).

Blitz = in your backfield. Most common blitz package in football. Throw hot.

Robber = lurking the middle (slant thief). **Double** = camped on your star (a fence).

Impostor check: eyes first, motion second. Chased = family. Nobody chases = blanket.

From "E61 — The Cover 1 Family Tree — One Shell, Five Personalities" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E62 · Run or Pass — The Three Giveaways — the offense casts the ballots for you

E62 CHEAT CARD

Run or Pass — The Three Giveaways

the offense casts the ballots for you

LOW HATS

pads down... firing forward
trying to move somebody

RUN

HIGH HATS

popping upright... dancing back
building a wall

PASS

first half-second of every play... linemen almost never lie

back deep + square = runway... offset + peeking = bodyguard

empty backfield = the answer, out loud

THE CARD

Giveaway 1 — hats: low = run, high = pass. First half-second. Linemen almost never lie.

Giveaway 2 — the back: deep + square = runway. Offset + peeking = pass pro. Empty = loud answer.

Giveaway 3 — the math: heavy bodies say run; loaded box means the defense agrees. Set at the huddle.

Stack: one = lean, two = read, three = answer. Run or pass is a vote.

The lie: play-action forges the hats. Hats that never cross the line are acting.

The rule: first look can lean... second look decides. One second of patience beats the fake.

From "E62 — Run or Pass — The Three Giveaways" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E63 · Personnel Warfare — The Chess Match Before the Snap — the war was over before the huddle broke



E63 CHEAT CARD

Personnel Warfare — The Chess Match Before the Snap

the war was over before the huddle broke

first digit: backs • second digit: tight ends • WRs = leftover

11

1 back, 1 TE, 3 WRs

12

1 back, 2 TEs

21

2 backs... muscle

10 = one back, no TEs, four wideouts

heavy in → BASE

3 WRs → NICKEL

4 WRs → DIME

bodies match bodies... speed against speed, size against size

THE CARD

The code: first digit backs, second digit TEs, receivers = leftover. 11 / 12 / 21 / 10.

The answer: heavy → base. 3 WRs → nickel (5 DBs). 4 WRs → dime (6 DBs). Bodies match bodies.

The chess: 12 personnel spread wide = LB chasing a TE. Mismatch on purpose.

The trap: no-huddle freezes the defense's personnel on the field.

The tiebreak: formation is clothing... personnel is the skeleton. A TE wide is still a TE.

The read: count who ran on → say the code → predict base/nickel/dime → hunt the mismatch.

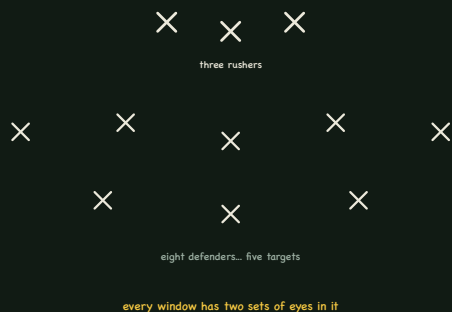
From "E63 — Personnel Warfare — The Chess Match Before the Snap" · DarkTiger Football on YouTube · rep it in Defense IQ
NEXT CARD E64 · Drop Fight — Drowning the Quarterback — less rush is more defense... against the QB they respect



E64 CHEAT CARD

Drop Eight — Drowning the Quarterback

less rush is more defense... against the QB they respect



THE CARD

The look: 3 rush, 8 drop on a NORMAL down. Linemen backing out = **the signature**.

The why: elite QBs eat the blitz... so drown them. It's respect, not fear.

The math: 8 defenders / 5 targets = every window double-capped. No soft spot to settle.

The cost: 3 rushers = TIME. Five-second pockets, scramble lanes **wide as a truck**.

vs Prevent: prevent guards seconds (clock, corners at 15)... drop eight guards windows (down).

The answer: checkdown IS the plan — one man to beat in space. **Never force double vision**.

From "E64 — Drop Eight — Drowning the Quarterback" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E65 · The Weird Look Protocol — When You Don't Know What You're Seeing — a weird look is a costume... and costumes expire at the snap



E65 CHEAT CARD

The Weird Look Protocol — When You Don't Know What You're Seeing

a weird look is a costume... and costumes expire at the snap

at the snap... not before. the snap forces the truth.



thirty weird pictures... three deep counts

the chaos just became a menu with three items

THE CARD

The truth: weird = a COSTUME. Costumes expire at the snap. Jobs have addresses.

Step 1: count deep AT the snap — 1 = single-high family, 2 = two-high, 0 = hot NOW.

Step 2: amoeba front — count hats near the line, slide to the crowd. Deep + flat must still exist.

The test: theater weird RESOLVES into a shell you know by second one. Play the shell.

Still strange? Safe answer immediately — quick game, checkdown, ball out on time.

The file: defenses repeat favorites. Second viewing = just Tuesday.

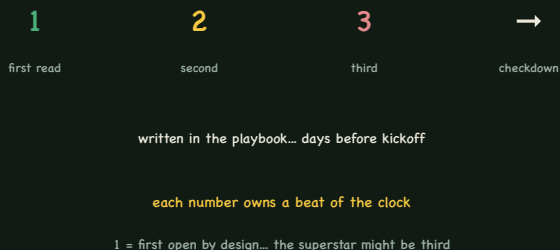
From "E65 — The Weird Look Protocol — When You Don't Know What You're Seeing" : DarkTiger Football on YouTube · rep it in Defense IQ
NEXT CARD E66 : The Progression (Part 1 of 5) — What a Progression Actually Is
 — calm quarterbacks aren't faster thinkers... they're better list-followers



E66 CHEAT CARD

The Progression (Part 1 of 5) — What a Progression Actually Is

calm quarterbacks aren't faster thinkers... they're better list-followers



THE CARD

The truth: QBs read a **pre-written list** — 1, 2, 3, checkdown. Set days before kickoff.

Why: a play is a machine — routes open in a designed ORDER. The list follows the schedule.

The numbers: 1 = first open by design, NOT the star. Each number owns a beat of the clock.

The sin: **missing your beat and throwing there anyway** — that window closed.

The stare: defenders read eyes like a menu. Staring donates picks... the list deals the cards.

The series: P2 coverage picks the start • P3 full field • P4 the clock • P5 all together.

NEXT CARD E67 · The Progression (Part 2 of 5) — Coverage Picks Where the List

Starts from "same routes, the numbers just traded jerseys" · DarkTiger Football on YouTube · rep it in Defense IQ



E67 CHEAT CARD

The Progression (Part 2 of 5) — Coverage Picks Where the List Starts

same routes... the numbers just traded jerseys



THE CARD

The hinge: the list bends on ONE count — how many safeties deep?

One high: middle CLOSED → list starts WIDE (fade, comeback, out — one-on-one leverage).

Two high: middle OPEN → list starts INSIDE (dig, post, crosser — the free hallway).

Nobody deep: hot answer immediately. The list collapses to one beat.

The trap: the fade vs two-high is a donation. The dig vs one-high hits the judge's lap.

Decoder: line-of-scrimmage checks = re-numbering the list, not replacing the play.

From "E67 — The Progression (Part 2 of 5) — Coverage Picks Where the List Starts" · DarkTiger Football on YouTube · rep it in Defense IQ

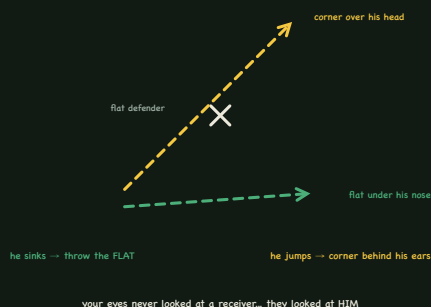
NEXT CARD E68 · The Progression (Part 3 of 5) — The Full-Field Read — ask one man a question he cannot answer correctly

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E68 CHEAT CARD

The Progression (Part 3 of 5) — The Full-Field Read

ask one man a question he cannot answer correctly



THE CARD

The principle: one man can't be in two places. Two receivers, one zone, two depths.

The read: not "who's open" — "which one did HE pick?" Throw where his answer isn't.

High-low: corner over + flat under the flat defender. Sinks → flat. Jumps → corner.

Flood: 3 depths, 1 sideline, 2 defenders. Somebody's always free. Read top-down.

Speed: "open" lasts half a second... the choice arrives instantly. Read the man, not the grass.

The menu: stretches beat zone, picks beat man. Reads 1+2 = one defender's two problems.

NEXT CARD E69 · The Progression (Part 4 of 5) — The Clock in Your Head — the ball has a few seconds, and it's always home on time.
 From E68 "The Progression (Part 3 of 5) — The Full-Field Read" · DarkTiger Football on YouTube · rep it in Defense IQ



E69 CHEAT CARD

The Progression (Part 4 of 5) — The Clock in Your Head

the ball has a curfew... and it's always home on time



THE CARD

The deadline: 2.7 seconds snap-to-sack — for the drop, all three reads, and the throw.

The metronome: hitch 1 = read 1 (ball can go NOW)... hitch 2 = read 2... hitch 3 = ALARM.

The alarm: checkdown, throw away, or move. Hitch three is never a read.

Division of labor: reads beat the coverage... the clock beats the rush.

The sin: waiting for “open.” Ask yes-or-no, one beat: yes = gone, no = NEXT.

Train it: count out loud on film — one-one-thousand, two-one-thousand, alarm. The wince = IQ.

From "E69 — The Progression (Part 4 of 5) — The Clock in Your Head" · DarkTiger Football on YouTube · rep it in Defense IQ

NEXT CARD E70 · The Progression (Part 5 of 5) — Putting It All Together — seventy lessons... inside four seconds of football

E70 CHEAT CARD

The Progression (Part 5 of 5) — Putting It All Together

seventy lessons... inside four seconds of football

the play: third and six... 11 personnel... nickel answers

PRE-SNAP

two high → start inside
find the flat defender + hot man

THE SNAP

safeties spin: single high NOW
re-hinge... list flips WIDE

HITCH ONE

outside 1-on-1: blanket. NO.
the look dragged the safety

hitch two: high-low the flat defender... he SINKS

ball OUT on the beat → seven yards → first down

THE CARD

Pre-snap ritual: personnel → deep count → set the hinge → mark the question man → name the hot man.

At the snap: confirm the shell — **costumes expire**. If it swung, re-hinge in one beat.

Hitch one: ask read one. Blanket = NO — but the look still moves the safety. NEXT.

Hitch two: the high-low question. His choice IS the answer. **Ball out on the beat.**

The win: seven boring yards on rhythm beat the disguise, the blanket, and the rush.

The graduation: lists, hinges, questions, clocks — **you read football now.**

From "E70 — The Progression (Part 5 of 5) — Putting It All Together" · DarkTiger Football on YouTube ·
THAT'S THE DECK 70 reads on your phone — now go drill them in Defense IQ
teach it in Defense IQ until they're reflexes

